

Concept Dump by Iolaire02

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Summary:

A place for vaguely developed ideas I've had that I would love to read but will never get around to writing. I started writing some of them, and others just have vague plans. I thought I'd share them and see if anyone liked them; if any of these intrigue you, please feel free to play around with them.

1. Stranger Things/I am Number Four Fusion

Author's Note:

If you like any of these and want to/do write them/continue them/completely change everything about them, please let me know! I'd love to read whatever you come up with.

Notes for the Chapter:

This first chapter/concept is really just a poorly thought-out concept; some of the stories I've started have actual summaries, so. Um, I doubt anyone will actually be interested enough in these ideas to write them (though if, somehow, one does end up being written, I would absolutely love to read them!), but if any of these concepts interests you in any way, and you feel at all inspired by them, please feel free to use the concepts, or whatever I've already written, and use them or change them as you see fit.

The Garde:

One – Will Byers - Lives with Joyce and Jonathan Byers after his Cêpan, Lonnie, is killed. He and Steve – who are the first Garde to interact – meet before Will's powers have begun to develop. They do not realize that they have broken the spell that keeps them from dying out of order, because Lonnie is not there for Hopper to recognize, and neither Will nor Steve tell each other about their past. Will often draws what he imagines Hawkins to look like and keeps a drawing of Lonnie in his room.

Two – Lucas Sinclair - Lucas lives with his Cêpan, Nathaniel Sinclair, in Indianapolis, for eleven years. Amelia Bravas becomes his mother, and he gets a sister when he is two (Erica). His powers start developing when he is ten.

Three – Mike Wheeler - Nancy Wheeler's younger brother. He and Ted live in Iceland, in a town with a small population and people

who don't care enough to gossip about any strange goings on. Mike has a few friends his age that he likes to play Dungeons and Dragons with, if only because it amuses him to overcome Demogorgons and other obstacles. When he is twelve and just developing his powers, Nancy and Will come for him.

Four – Steve Harrington - Steve lives with Hopper, and they move around from small town to small town any time anything out of the ordinary happens. When Steve is seventeen, and has just started developing his powers, he and Hopper move Bedford, Wyoming, and meet the Byers family. He also meets Carol Perkins and Tommy Hagan, who resent Steve's status as the "son" of the newest police officer in Bedford. He meets Nancy after a near miss with Demogorgons, and they agree to search for the others.

Five – Dustin Henderson - Dustin and Claudia live in Florence, Italy; they are relatively undisturbed until Nancy, along with Will, Jane, and Mike, show up with the news that all the Garde are coming together.

Six – Nancy Wheeler - Mike Wheeler's older sister. Nancy and Karen live in New York City. When Nancy is fourteen, she and Karen are captured by Demogorgons; Karen is killed, but Nancy manages to escape by the time she is fifteen. She heads to Bedford, having heard of what she thinks are Hawk-related things, and meets Steve, Hopper, and the Byerses.

Seven – Max Mayfield - Billy Hargrove's younger sister. She and her Cêpan, Susan Mayfield, live in a convent in Coronado, San Diego. She starts developing her powers when she is eleven, and Susan, who has lost any belief in the resurgence of the Hawk civilization, refuses to train her. When Max feels particularly alone, she leaves the convent and all the miserably holy people there, and she skateboards to the ocean.

Eight – Kali Prasad - Kali lives in London and is captured by the Demogorgons at the same time as her Cêpan, Terry Ives, when she is fourteen. Terry is tortured into insanity, and Kali decides to play along with the Demogorgons. They let her go years later, when she's twenty, thinking that she's loyal and will bring them the other Garde. She is the last to join up with them.

Nine – Billy Hargrove - Max Mayfield's older brother. Is the first of the Garde to be captured – two years after Lonnie Byers – by the Demogorgons, who quickly discover that they cannot harm him. He starts developing his powers at age fourteen and escapes soon after. In his spare time, when he isn't exercising or improving his control over his powers, Billy draws the few people and places he can remember from Hawkins (there is a baby with red hair that he thinks is his sister who appears in most of his pieces). He meets Steve at age sixteen, and they head to California to look for Max.

Ten – Jane Ives - Martin Brenner's granddaughter. Is on a second ship with Sam Owens when the others make their escape from Hawkins. She meets Mike Wheeler when they are both twelve and everything has started coming to a head.

The Cêpan:

Lonnie Byers - Joyce Byers' husband. Will Byers' Cêpan. He is the first Hawk the Demogorgons manage to capture. They try to torture information regarding the Garde's locations out of him, but he gives them nothing. He is killed by Demogorgons five years after arriving on Earth.

Nathaniel Sinclair - Marries Amelia Bravas and has Erica Sinclair. He and Lucas live in Indianapolis, where Steve finds them.

Ted Wheeler - Married to Karen Wheeler before the Demogorgons attacked Hawkins.

Jim Hopper - Lost his wife and daughter when the Demogorgons attacked Hawkins. Is extremely paranoid and moves around a lot to keep Steve safe. Becomes a police officer in Bedford, which causes problems for Steve and the resident jerks, and results in the Demogorgons coming to town.

Claudia Henderson - Lives in Florence with Dustin until Nancy comes for them.

Karen Wheeler - Married to Ted Wheeler before the Demogorgons attacked Hawkins. Dies after being captured by Demogorgons when

Nancy is fourteen.

Susan Mayfield - Married to Neil Hargrove before the Demogorgons attacked Hawkins. Has given up on the idea of the rebirth of Hawkins, and only pays attention to Max when she asks too many questions about Hawkins, the Hawk, or isn't at the convent because she's at the beach.

Terry Ives - She and Kali are captured seven and a half years after arriving on Earth. Terry is tortured into insanity, and dies by the time the Demogorgons have released Kali in the hopes that she will lead them to the other Garde.

Neil Hargrove - Married to Susan Mayfield before the Demogorgons attacked Hawkins. Blames Billy for his separation from Susan, and prefers to teach Billy that he's worthless over teaching him how to survive the Demogorgons. When Billy is captured at age fourteen, it is because Neil has been ensnared by someone that looks like Susan, and doesn't care enough about Billy to ensure that he gets away safely before he (Neil) dies.

Sam Owens - Doc Owens is a psychiatrist; he and Jane move to Iceland when he gets a job offer there. When Nancy and Will come for Mike and find Jane, Doc Owens dies when the Demogorgons attack them as they escape to Italy.

The Humans:

Jonathan Byers - Jonathan is intrigued by alien related news because Will is from another planet and has Demogorgons coming for him. (Sam Goode)

Carol Perkins - Dating Tommy Hagan. Not a Good Person and is part of the reason Demogorgons come to town. (Sarah Hart)

Tommy Hagan - Dating Carol Perkins. Not a Good Person and is part of the reason Demogorgons come to town. (Mark James)

Joyce Byers - met and married Lonnie Byers, who disappears a few years later, leaving Joyce to raise Will and tell him about his

heritage. (Malcolm Goode)

The Demogorgons:

Martin Brenner - Originally fought against the Demogorgons, but when the Hawk Elders didn't give him the power he desired, he took over the Upside Down. However, the Demogorgons' home no longer had the ability to support life, and so they attacked Hawkins. Brenner assumed that he would rule Hawkins and the Demogorgons would have the supplies they needed to survive, but the Hawk fought back and were destroyed, along with their planet. With this failed attempt, Brenner and the Demogorgons headed for Earth, the closest planet with the resources they needed to survive. He discovered that the remaining Hawk were living on Earth and realized that as long as they were alive, he would never be able to take over Earth without destroying it. So, he attempted to capture and kill the Garde and their Cêpan, but he couldn't harm the ones he captured, and, when he learned that they had to be killed in order, he was unable to find One. He turned towards infiltrating the governments of the Earth so that his takeover would be easier when the remaining Hawk were dead. At some point, he realizes that his granddaughter is among the remaining Hawk, and so he attempts to capture her and bring her over to his side. (Setrákus Ra)

Robin Buckley - When the Demogorgons attacked Hawkins, a few Garde survived. They were killed shortly thereafter, but the Demogorgons experimented on them and managed to transfer some of their legacies into Robin. Along with the legacies were memories, though, and so Robin eventually turned on the Demogorgons and did her best to assist the Garde. (Adam)

Notes for the Chapter:

In my mind, this first one would be a Billy/Steve pairing (though it absolutely doesn't have to be, though I do - to an extent - ship Billy/Steve and Four/Nine), along with other canonical pairings (from Stranger Things, though I attempted to keep most of the I am Number Four pairings the same).

Also, One through Three are not dead at the start of this (obviously) but I suppose someone would have to die eventually.

2. Stranger Things Role Reversal

Summary for the Chapter:

This is (obviously) a Stranger Things role reversal AU with an excessively long summary. I had to screw around with some of the characters, as you will see, and there is some gender-bending for no other reason than I wanted to.

Notes for the Chapter:

This is the full summary:

Police Chief Billy Hargrove does not have time for single father Steve Harrington's missing child, Eleanor. Not when Hawkins' Mayor – Martin Brenner – is causing problems of his own as he tries cutting corners in order to get Starcourt Mall up and running ahead of schedule; not when the ghost of his not-so-dead father is dogging the footsteps of a freckled little girl known only as MX; not with a brain-dead, red-headed mother's full-to-bursting filing cabinet; not when photography nerd Robin Harrington's carrying around creepy pictures, rich-bitch Heather Holloway's suddenly decided to have unasked for character development, and Holly Wheeler's love of a good mystery has come to the fore; and certainly not when middle-schoolers Dustin Henderson, Jamie Dante, Helen Walsh, and Mike Wheeler – all D&D lovers who don't understand the difference between real life and a game – decide to start interfering.

Luckily, he's got his deputies – Lucas and Erica Sinclair – to help him balance the various pieces of the puzzle.

But things seem to keep piling up: his secretary, Carol, learns that Tommy – his oldest friend and her husband – is dead inside Hagan's Hash House; the

kids keep trekking further into the whole conspiracy; literal monsters are roaming the streets of Hawkins late at night; and Hawkins Lab continues to lurk ominously on the edges of town, its forbidding façade tempting Billy with the answers he can't find anywhere else.

Um. I actually really liked this idea (as you can see by the long-ass summary) and had a lot of the characters at least semi-planned out, so maybe I'll come back to this one? Maybe not. But I did start this one, so at least there's that.

The harsh ringing of a phone dragged Billy away from sleep's determined grasp, and cold November sunlight pried unforgivingly at his eyelids. He growled in frustration and rolled out of bed, just knowing that there was something that required his attention at work. The only phone calls he got anymore were from his secretary, Carol Hagan, whenever one of Hawkins' residents called in one ridiculous problem or another.

He'd been getting more calls from Carol in the past week than he had in the past year. Hawkins was typically a sleepy town: there had been no suicides or murders to speak of in the past twenty years; there weren't many families in town with enough of anything to be stolen; and despite the rise in drug use in the big cities and other small towns, Hawkins had remained relatively untouched by everything except cigarettes, alcohol, and hash.

But this past week, it seemed as though Hawkins had decided that the past decades of relative peace were over. They were trading in birds building nests in Eleanor Gillespie's hair for complaints creeping over from the town hall, regarding Mayor Martin Brenner's underhanded corner-cutting on Starcourt Mall; too-rowdy parties boasting underage drinking had been replaced by Steve Harrington's youngest daughter running away – or, as Harrington insisted, disappearing into the night. Billy dreaded the words that were about to travel through the phone line, but he knew that if he ignored the ringing, Carol would just call again, and again, until he either sucked it up and answered or headed into work, where she would inform him of the newest happenings in person.

“Hargrove,” Billy barked upon lifting the phone off its cradle, and waited impatiently for Carol to ruin his morning, just as she had the past few days.

He wondered what it would be this time, when just yesterday her voice had crackled through the receiver as it pronounced the words: *Steve Harrington has called five times this morning; he’s concerned that his daughter is missing.* Of course, Billy had told Carol to get rid of Harrington; the kid had probably just wandered off or gotten lost in the woods. But when he’d pulled into the station parking lot that morning, Harrington’s maroon BMW was parked neatly beside Lucas’ behemoth and Erica’s impractical Camaro – which she’d bought from him when the department in Rohan County had forced the Blazer on him a year or two back – and Harrington himself had been waiting, arms folded, ass on Billy’s desk, with a stern frown on his face that Billy was sure struck fear into the hearts and minds of all the first graders he taught.

And, of course, there had been the day before, when Carol had said, more frantically than he’d heard since high school: *Mayor Brenner’s causing problems down at the town hall, there’s an angry mob outside, and you need to get here an hour ago.* But Billy hadn’t really been able to do much about Brenner’s indiscretions. Sure, the guy wasn’t following protocol, but Starcourt was still stuck in the planning stages, and even though it seemed like half the town had heard all about it, all Billy could do was keep an eye on the situation, ensure Brenner was doing what he was supposed to, and send Erica, who, despite only being twenty-three, was intimidating enough to make most men fall in line.

Carol, Billy thought, was really quite spectacular at ruining a perfectly good day, but he supposed she could be forgiven this time, when the words she was sobbing through the phone hardly qualified as such.

“Take a deep breath, Care,” Billy said, softening his voice. “What’s going on?”

“B-Billy,” she stammered, and the tightness of her voice only sought to underline how distraught she sounded. “T-Tommy’s de-ad. Hopper c-called th-this morning. Said... said there was a p-problem down at

the Hash House. Y-you weren't here yet, so I sent Lucas, and he just radioed back." She gasped and sniffled the words out, and Billy felt his eyes start to burn.

"Alright, Care, I'll be there in ten, okay? Stay at your desk, and we'll figure something out as soon as I get there." He tried to sound more confident than he felt, something that normally came easily to him, but it fell flat, and he knew it. He hoped Carol couldn't hear the false bravado he'd managed to inject his voice with and hung up the phone the second he heard her confirmation.

Fuck. Tommy was dead. Billy couldn't believe it. Tommy was one of those guys who was always happy to take in strays, and he'd loved listening to what people had to say. That was why he'd opened up Hagan's Hash House so soon after graduating high school. He'd wanted to give people a place to come when they needed some good food, or someone to talk to, or a shoulder to cry on.

Tommy had loved helping people, and now he was dead.

Billy swallowed bitterly as he shimmied into his uniform, slid on a pair of sunglasses, backed the Blazer out of the driveway, and – steering with his left knee – lit a cigarette. It was almost too cold to drive with the window down, but he figured that he'd probably be driving Carol home so that she'd have some time to mourn her husband's death, and she hated the smell of smoke.

Tommy had stopped for her, Billy remembered, just like he'd stopped drinking when Carol got pregnant. He'd called it solidarity, and Billy had laughed at him, muttering something about how tightly Carol had him wrapped around her little finger. They'd lost the baby not so long after he'd been born, and Tommy had stayed even farther away from alcohol, calling it a preventative measure, calling it a weakness.

Billy had called *that* love.

He'd been jealous, in a way. Not because Tommy and Carol had lost the kid they'd wanted so badly, but because they loved each other so damn much that Tommy had been willing to give up beer and whiskey for her and the baby; that he'd intentionally stayed away from it because he didn't want to risk laying a finger on her; that

Carol, knowing how Tommy felt, had managed to put aside her own grief to comfort him; and especially that they'd stayed together and tried again.

He put his Chevy in park and strode into the station, where Carol was sitting at her desk with piles of papers stacked neatly in front of her; she was staring unseeingly at the phone with red-rimmed eyes, and the front of her blouse was crumpled.

In that moment, Billy didn't envy Tommy and Carol at all, not least because Tommy was dead. Carol looked shattered. Her heartbreak was evident on her tear-stained face. Billy couldn't imagine loving someone so much that their death meant losing a part of himself.

"Hey, Care," he said gently. "You wanna head home? Or pick Emmy up from school first?"

Carol sniffed, swiped her palms across her face, slid her fingers under her eyes, and sat up straight, glaring a little. "Lucas radioed just before you arrived. He said it looks like a suicide." She scowls, and then her face smooths out; she looks as formidable and unwelcoming as she had the first day Billy had met her, back when he was a junior in high school taking an accelerated senior math class. "Tommy would never have killed himself. Maybe he would have back when Lior died, but not now that the Hash House has so much business, not when Emily's just started kindergarten, and certainly not now that –" she breaks off, and sighs. "Well, we weren't going to tell anyone, just in case anything went wrong, but I'm pregnant again."

Billy's eyes widened at that, and Carol laughed bitterly. "Like I said. He wouldn't have killed himself. Not now. And if he didn't..."

"Then someone *else* did," Billy finished for her.

"Exactly." She pulled out a mirror and a bag from the top drawer of her desk. There was makeup inside, and she started covering up the tear tracks on her face; she re-lined her eyelids and reapplied her eyeshadow before meticulously filling in the smudged spots on her lips. "So, no. I don't want to go home, and I don't want to pick Emmy up from school. I'm not going to tell her that her father killed himself because it's not true. What I *want* is to be here, at my desk, waiting

for information.”

“Alright,” Billy agreed reluctantly. It probably wasn’t a good idea for Carol to stay at work, but it wasn’t really his place to tell her what to do. He may have been the police chief of Hawkins, but they both knew who was really running things. “I’m heading over there now. If you need to leave, do.”

Carol nodded sharply. “Billy?” she called just before he stepped out the door. He turned to look at her; her face was set into a determined mask. “You find who killed him, you hear me? You find them, and you make them pay.”

“Tommy was my friend too,” he reminds her. “I’ll find them; they’ll regret it.”

“I got a phone call last night,” Steve Harrington said conversationally from where he leaned against the side of Billy’s Blazer.

“What,” Billy said flatly.

“A phone call,” Steve repeated. “I think it was from El, but it was pretty strange.”

“Strange.”

“Odd. Peculiar. Outta the ordinary. It was just her breathing, and then there was this really fucked up sound following it, and then the phone shocked me.”

Billy eyed him curiously. “Her breathing? Kinda weird that you recognize it, man.”

“Course I recognize her breathing. I raised her. She’s my kid.”

“You *think* she’s your kid,” Billy corrected him. Everyone in town knew that little Eleanor Harrington was left on Steve’s doorstep; it was generally assumed and accepted that El was his kid because Steve used to sleep around a lot, and she wasn’t the first kid who’d mysteriously appeared, motherless, with his name printed on the birth certificate. Billy supposed that, whether or not Eleanor and

Robin were biologically Steve's daughters, it didn't really matter. It was his name on the official documents, and he'd raised them both on his own.

Steve shrugged. "Even if she's not my kid, she's as good as. But yeah, I heard her breathing. She didn't say anything, but I think she's in trouble."

"And why didn't you call the station with this?" Billy glares at him balefully. "By which I mean: why did you corner me outside my house instead of at work? Or, better yet, not at all."

Steve rolled his eyes. "My kid is missing. Of course I'm gonna corner you. And the reason I didn't call the station is because I know that Carol's got enough to deal with without my problems adding to the pile."

"Thoughtful of you," Billy grumbled. "But *I*'ve got enough to deal with without your shit, and I don't see you going elsewhere."

"Your husband didn't just die," Steve said in exasperation.

"I don't have a husband," he muttered quietly, and hoped that the confused squint Steve had going on meant he hadn't heard. He adds, louder, "But I'm trying to find out who's responsible, and I don't need you getting in the way with your crazy ideas about your missing child. I told you already, she probably just ran away. She'll be back soon. I have more important things to worry about."

Steve's face hardened, and Billy winced, knowing that he'd just fucked up. "El would never run away," he told Billy darkly, his eyes flashing and his mouth firm. "And have you ever considered that maybe Tommy's death and her disappearance are connected?"

Billy swallowed, and tried to pretend that the way Steve had pushed off the car to loom over him wasn't getting to him. "What makes you say that?" he asked gruffly.

"Nothing ever happens in Hawkins," was the much softer reply. Steve shuffled back out of Billy's space and leaned on the car again. "If you think that the first unnatural death this town's had in decades doesn't

have anything to do with my kid's disappearance, then maybe you aren't as smart as I thought."

Billy folded his lips together and sighed. "Meet me at the station in fifteen minutes. We'll continue this conversation there."

Steve shook his head. "I'll meet you at three. I've got school, and we won't have enough time for a meaningful meeting before I have to go teach impressionable young children."

"Don't," Billy said fiercely, jabbing his index finger into Steve's impressively solid chest, "go filling their heads with conspiracy theories, you got me? The Byers duo will probably be showing up soon with enough lunatic ideas to get us to the moon and back again; I don't need that shit spreading through my town because some elementary school teacher couldn't keep his mouth shut. You got me?"

Steve glanced down at where Billy's finger was still stabbing him; the corners of his mouth twitched up in amusement. "Sure thing, Chief. I won't say nothin' to no one."

Billy wasn't sure if he believed him, but Steve was already walking away. He sighed. Sometimes being the chief of police was more trouble than it was worth. He almost wished he could go back to being a deputy. The town was far calmer when Jim Hopper was chief, but there had been some tension between Jim, his brother-in-law Jonathan Byers, and the mayor a few years back, just before Billy had returned to Hawkins. No one really knew all the details, but the result had been Hopper's resignation, Byers' departure, and Mayor Brenner's re-election.

To be quite frank, Billy thought that Brenner was blackmailing Hopper and Byers. Hopper had been a damn good officer, and Byers – who had been peculiar in high school, but had settled down after marrying Nancy Wheeler, Karen's younger, less attractive sister – was a decent guy. But Billy had only arrived after everything was said and done, and though Hopper was friendly enough, in a gruff sort of way, he'd never been able to get anything incriminating outta him.

It had been Jim, though, who'd called in Tommy's death; the two of

them had gotten close after Jim started working at the Hash House, and Tommy had always admired how well Hopper took to his position as Tommy's subordinate – or as subordinate as one could get, when one was the manager of a restaurant.

Jim was a fun guy, too. Billy hadn't known him in high school – he and Neil had moved to Hawkins when Billy was sixteen, and Jim, who was six years older than Billy was, had already gotten his associate degree and finished training in the next town over. They'd never really run into each other much because Billy made sure to keep away from cops. Back then, he'd been desperate to get out of his dad's house and having a record would have ruined his long-term plans – but after Billy had moved back to Hawkins and started showing up at the Hash House most days after work, he, Tommy, and Jim had started getting drinks together on weekends.

It was nice, having friends besides Tommy and Carol, who he'd kept in touch with even after moving out of Hawkins, and going for beers with Jim was always a blast; he had the most ludicrous stories to tell about Hawkins' residents, and when he wasn't reminiscing about his past in the force, he would either share gossip he'd heard at the Hash House, or he'd talk about his wife, Joyce, and their kid, Will.

It was always a touchy subject for Tommy when Jim talked about Will, who was a year older than Lior would've been, and Jim, who was well aware of Tommy and Carol's tragedy, did his best to stay away from the topic of teenagers. Will, Billy knew, was the older Harrington girl's best friend; Jim had told him several times, when Tommy was off getting refills.

According to Jim, both Harrington girls were good kids; Steve had, apparently, done a good job raising them both, despite his status as an obscenely rich first-grade teacher (and that was an oxymoron if Billy had ever heard one), who – by all accounts – had had absent parents for the majority of his life, until they'd died when he was in his early twenties.

Even so, the Harringtons were fairly well-liked. They were more reclusive than the rest of Hawkins' rich families; but they were, for the most part, kind, and had no issues with befriending families less well-off than themselves.

Billy sighed again. Tommy was dead, and Eleanor Harrington was missing, which meant that Billy had two things to investigate, and that was two things more than usual. He'd put Erica in charge of organizing search parties for El the other day, and Lucas had probably finished collecting evidence from the Hash House by now. Billy put the Blazer into reverse and backed down his driveway.

Appearances suggested that Tommy's death was suicide, and that Eleanor's disappearance was a classic case of a child running off for a while – god knew Billy had done it several times when he was about her age. But Billy, Carol, Jim, and Steve all *knew* Tommy. None of them really believed he'd ever kill himself at this point in his life. And evidence suggested that Steve Harrington was not only a good elementary school teacher, but that he was also a good parent, not to mention that no one, not even Steve, knew who Eleanor's mother might be. Realistically, though evidence pointed to the contrary, Billy knew it was unlikely that either of these events were actually as clear-cut as they looked.

Billy missed the slow days at the station, where the most interesting things that happened were people bursting in through the doors to accuse each other of ludicrous small-town happenings. But now, Billy had to find a missing child, solve a murder that doesn't look like a murder, figure out if there was a connection between the two, and try and deal with Mayor Brenner's chaos.

He swung into the station's parking lot and climbed out of the Blazer, putting out his cigarette with the heel of his boot. At least he'd had experience with this sort of thing before; he guessed that Indianapolis had done him some favors after all.

But he still wished that Jim was the one dealing with Hawkins' first crime – or crimes, if he could prove it – in decades.

And here we have the character list (I'm so sorry):

- Steve is absolutely an elementary school teacher. It's a big shift from what everyone expected from him: when he was in high

school, he was at the top of the food chain until Billy Hargrove stepped into town, dragging the remnants of the California sun in his skin. Steve went from being a mediocre student with dyslexia to a decent student. He graduated and headed off to college, where the girl he was dating at the time got pregnant. She dumped the baby on him, and Steve, using his parents' money, finished school while being a full-time father. By the time he's twenty-two, Steve has a three-year-old daughter named Robin; a job lined up at Hawkins Elementary; a huge, empty house in his name; a fairly new BMW; and a yearly appointment with the joint headstone on his parents' plot. A drunken night out, and Steve's got another daughter on his doorstep nine months later. He names her Eleanor and decides that even being a single parent of a precocious four-year-old and a newborn is not enough to fill his daily child quota. He keeps his parents' fortune in the bank for when he needs it and continues to go to work every morning. (35); a gorgeous pain in Billy's ass

- *Billy* grows up under the thumb of his father, an ex-marine who was dishonorably discharged (for trafficking children) only after completing medical school. They move from the military base in San Diego to bumfuck, Indiana, where Billy promptly takes over the school and fills his days with extracurriculars in order to stay out of the house. His father starts working at Hawkins Lab. Billy moves out of his father's house the day he turns eighteen, gets a job at Hawkins' only auto-repair shop, and puts himself through police training. Slowly but surely, he moves up the ranks, and heads out to Indianapolis, where he works as a detective for a few years. Eventually, though, Indianapolis' gruesome crimes start to remind him too much of his father, and so he transfers to Hawkins' station, where Jim Hopper has just resigned, and revels in the low crime rates. He doesn't see his father for years after moving out, until he goes to investigate the lab, where he thinks Eleanor might have hidden. What he ends up finding there is so much worse than one missing child. (34); Max's half-brother
- *Max* | *MX* is taken from her mother by Dr Hargrove, who she calls Papa. She grows up in Hawkins Lab as the one-thousand-

tenth powered child, and answers to “Ten-ten.” After a series of events which result in MX contacting the Upside Down and tearing a hole between universes, she finds herself outside Hawkins Lab for the first time ever. She meets Mike, Dustin, Helen, and Jamie, who are out in the woods searching for their lost friend Eleanor. And of course, MX knows exactly where El is; it’s just a matter of convincing her new friends. (12); Billy’s half-sister

- *Susan* met Dr Hargrove when she was participating in experiments for MK Ultra. By the time she realized what was happening, it was too late: she was pregnant with her daughter, then giving birth, and all of a sudden, she was told that she’d miscarried. But Susan knew the truth: Max Mayfield was stolen by Dr Hargrove, alongside hundreds of other powered children. Susan compiles information on the missing children and returns to Hawkins Lab with the intent of saving at least one. But it is not to be, and Susan soon finds herself trapped in her own mind behind electrically charged bars, unable to get out. (40)
- *Neil* has been in the business of finding powered children and collecting them for governmental experiments for years. Even when he was active duty in the Marines, there were opportunities to find the children his superiors so desired; he kept the work up while going to medical school and was completing his residency when he was found out and dishonorably discharged. Neil had always been a hard man, but he grew harder still, telling himself that it was children that ruined his life; he took it upon himself to ruin theirs, even if they were his own flesh and blood. His oldest son escapes his grasp at about the same time that he meets Susan Mayfield, and Neil does everything he can to ensure that the child they created together will have powers. He needs someone to ruin now that Billy is gone, and Susan and her child are the perfect stand-ins. (52)
- *Lucas* was one of the kids Steve babysat while he was in high school and worked as a beat cop in the Rohan County Police Department for three years after finishing his associate degree.

He transfers to the Hawkins Police Department when he's twenty-five to help train his younger sister, Erica. When he's twenty-seven, all hell breaks loose, and Lucas finds himself heading the search for the missing Harrington kid, partially as a favor to Steve, and partially because Chief Hargrove has bigger things to worry about than a missing kid. (27)

- *Erica* was also someone Steve babysat, and when she finished high school, she went to college and followed in her brother's footsteps. Unlike Lucas, though, she remained in Hawkins for her training. She, too, is dumped on the Harrington kid case, and no amount of coaxing and cajoling her superiors gets her anything else. (23)
- *Robin* (16); Steve's oldest daughter; El's older sister; best friends with Will Byers; crushing hard on Heather Holloway, even if she is Hawkins' biggest bitch; desperate to find her little sister
- *Eleanor* (12); Steve's youngest daughter; Robin's younger sister; best friends with Mike (who she has a crush on), Dustin, Helen, and Jamie
- *Mike* (12); Holly's younger brother; best friends with El (who he likes), Dustin, Helen, and Jamie; refuses to rest until he's figured out what happened to El
- *Dustin* (12); best friends with Helen, Jamie, Mike, and El; hides MX in the cellar, which he furnishes with many blankets and pillows
- *Helen* (12); female Troy Walsh; best friends with Jamie, Mike, El, and Dustin; doesn't trust MX, but is perfectly willing to put her pride on the line if it means finding El
- *Jamie* (12); female James Dante; best friends with Helen, Mike, El, and Dustin; finds MX amusing and mysterious, but would rather ask the adults for help than rely on some strange girl
- *Nancy* (34); Karen's younger sister; Mike and Holly's aunt;

married to Jonathan; a reporter and part-time PI

- *Jonathan* (34); Joyce's younger brother; Will's aunt; married to Nancy; a photographer and part-time PI
- *Joyce* (40); Jonathan's older sister; Will's mother; married to Hopper
- *Will* (16); Robin's best friend; fond of Holly, but doesn't think much of Heather; goes missing when Heather throws a small party at her house and finds himself in the Upside Down with Eleanor
- *Hopper* (40); married to Joyce; Will's father; ex-police chief
- *Heather* (16); popular and rich; has a crush on Robin, who she thinks is dating Will; manages to insert Holly and herself into Robin's friend group, gets caught up in the missing Eleanor drama, and has an inconveniently timed (for Billy) desire to become a better person
- *Barb* (34); head of the AV Club; Mike, Dustin, Helen, Jamie, and Eleanor's favorite teacher; works at the library in her free time
- *Holly* (16); best friends Heather Holloway; friendly with Will and Robin; Mike's older sister
- *Karen* (40); Mike's mother; Nancy's older sister; has been friends with both Joyce and Claudia since high school
- *Martin* (52); the Mayor; has an unhealthy interest in getting Starcourt Mall up and running two years ahead of schedule for reasons unknown; makes Billy's job far more difficult than it needs to be; may be in league with Neil
- *Claudia* (40); Dustin's mother; has been friends with Karen and Joyce since high school
- *Carol* (35); Billy's secretary; married to Tommy; lost her first

child – Lior – soon after giving birth; has one daughter and another child on the way

- *Tommy* (35); owner of Hagan's Hash House; married to Carol; lost his first child - Lior; had one daughter and another kid on the way
 - *Lior* | *LM* (15); Carol and Tommy's son; presumed dead, but was really taken by the lab soon after his birth; managed to escape at age 13, and has been wandering the States ever since
-

A little side information:

- Hawkins Lab has been experimenting on powered children for far longer than anyone could have guessed: they have long since bypassed numbers eight and eleven; until the mid-seventies, none of the children had ever escaped, except in body bags. And then, LM (nine-fifty) escapes. And a few years later, MX (ten-ten) follows.
- The lab uses roman numerals to mark their test subjects.

3. Cereneia and Lupus

Summary for the Chapter:

An idea for a four-part Marauders-centric series

Notes for the Chapter:

I am, at least for the moment, done writing in the HP universe, so I thought I'd share these summaries (because I never started them, oops) for other people's viewing pleasure (?)

Silver Tarnishes: When Remus is seven years old, he learns to fear silver and the moon in equal measure.

It is his most vivid memory for years after. Or, it is not his most vivid *memory*, exactly, because he does not remember the moment itself. Instead, it is the thing he best remembers because there is a distinct *before* and *after*.

Before, Remus is young and carefree. He is a sickly child at the tender age of seven, but not so sick that he cannot be up and about. He is not so sick that he cannot sneak out of his window at night to scramble up the ivy-covered walls of his parents' house with the intention of staring up at the moon and the stars. His favourite constellation is Lupus, because his father had taught him all the constellations, and his mother had told them the stories behind them, and no matter how terrible Lycaon was, Remus cannot help but admire his cunning. And, really, being turned into a wolf and thrown into the sky is not the worst punishment Lycaon could have received for his crimes.

Sometimes, Remus likes to imagine that he is a wolf hanging in the sky and looking down at the earth. Sometimes, Remus likes to imagine that he is a wolf in general. He sees the wolves wandering about the borders of the forest behind the house; they are gray, which Remus thinks is a soothing colour, and they are bathed in the moonlight. Remus is jealous of them, sometimes, because he wishes that he could fall onto all fours and gallop across the earth under the

light of the moon.

More than anything, Remus wants to be a wolf. Wolves are strong and vicious, and they have packs. Wolves are never alone. Remus is *always* alone; his father is always at the office, now that Remus is old enough and self-sufficient enough that leaving him on his own for a few hours is not the worst thing in the world; his mother is always *out*, with her girl friends, or various gentlemen callers that his father knows nothing about.

Iron Rusts: [Unlike red rust, black rust is protective and prevents corrosion.] Sirius has always been the black sheep of his family. Blacks may have spines of iron, but the very air they breathe is out to get them. Sirius stands between his family and the world time and time again.

Love Lies: Lies are a necessity; James has known this for years. He keeps secrets and he spews lies and he protects the people he loves.

Needs Must: [Rats are extremely social and affectionate animals.] Peter does not display Remus' quiet ferocity, nor Sirius' unwavering loyalty, or James' gentle leadership; he does not drown in terror of the moon, nor rash self-sacrifice, nor deceitful love. Peter is more the type to observe from the shadows, is more the type to offer unselfish comfort, but when he needs to... beneath Peter's rat-skin sleeps a ferocious lion that claws its way out and lunges for the throat of any threat that may arise.

Notes for the Chapter:

I apologize for how completely lackluster this concept is :(

4. Stranger Things/Shadowhunters Fusion

Summary for the Chapter:

Eight years after Consul Alec Lightwood led the Nephilim out of Idris, the Cohort has begun creeping into the shadows of the Mundane world. For all that Neil Hargrove, the official Head of the Indianapolis Institute, supports the Cohort's regime, his children, Billy and Max, make it difficult for him to gain any credibility within its ranks.

Billy maybe the Head of the Institute in all but name, but he, his sister, and their Parabatai know that their time is running out. Neil doesn't approve of their consorting with Downworlders.

Luckily, though, Neil is on his own: with children who are openly entangled in Downworld affairs, the Cohort won't induct him. And Billy, Max, El, and Heather don't just have a precedent set by war heroes backing them; they also have Werewolves, Vampires, Fae, and a Warlock willing to fight beside them.

And really, what's one man in the face of an army?

Notes for the Chapter:

I didn't read *Queen of Air and Darkness*, so I've got no clue how the *Dark Artifices* ends, which is why everything related to canon in the summary is probably wrong. This could involve the characters from the *Shadowhunters*/*TMI*/*TDA*/etc universe, but the main focus is definitely the *stranger things* characters.

Once again, I don't actually have anything written for this, only a list of character descriptions and tidbits of random information.

Shadowhunters:

- Billy Hargrove – 18; Neil's oldest child; was fostered in Idris from ages six to twelve; very gay and very in the closet; one of the best Shadowhunters of his generation; favors seraph blades – two swords and two daggers – named Gabriel, Uriel, Telantes, and Saraqael; Heather's Parabatai
- Max Mayfield – 16; was trained in Shadowhunter Academy; very protective of her half-brother and his secrets; an extremely talented Shadowhunter; uses an Aegis (angel-blood-soaked dagger) named Nakir, electrum laced kakute (spiked rings), and a seraph blade (sword) named Malik; El's Parabatai; dating Lucas
- Neil Hargrove – 46; generally a dick who cares more for his reputation than his children; homophobic and very anti-Downworld; spends more time in Idris than at the Institute, and does his best to pass oppressive laws/rescind laws granting Downworlders certain rights; from a fairly prominent family; technically Head of the Institute, though he passes all but the title off to Billy
- Susan Mayfield – 42; Neil's second wife, married him a year after Billy was born/Mary died, had Max a year later; from a relatively prominent family
- Eleanor Hopper – 16; raised by the Hargroves after Hopper was bitten (mother died during birth); trained at Shadowhunter Academy alongside Max; primary weapons are two haladie (double-bladed knives); Max's Parabatai; dating Mike
- Heather Holloway – 18; grew up in Alicante, but was fostered by the Hargroves, who were friends of her parents (who died in 2012 during the whole business with the Cohort), in 2014; Neil brought Billy home to train with Heather, hoping that they would end up marrying; Billy's Parabatai; weapon of choice is an electrum urumi (whip-like sword, very flexible, double-edged, very sharp), though she is also proficient with seraph blades and daggers; dating Robin

Warlocks:

- Steve Harrington – 20; warlock mark is large, dark wings, which only started developing when he was seven; mother was Italian (Valentina De Luca), father was Asmodeus (a prince of hell; associated with lust; this technically makes Steve one of Magnus' younger siblings); both very young and very powerful
-

Vampires:

- Nancy Wheeler – physically 18; has been a vampire for 35 years; is actually Mike's aunt; dating Jonathan
 - Mike Wheeler – 17; has been a vampire for a year; dating El
 - Holly Wheeler – 40; has been a vampire for a year; bitten by Mike; is Mike's mom
 - Dustin Henderson – 17; has been a vampire for a year; bitten by Mike; Mike's friend; a good friend of Steve's
-

Werewolves:

- Jim Hopper – 40; bitten soon after El was born, was originally a Shadowhunter himself, though not from a prominent family
 - Lucas Sinclair – 17; originally a Mundane, but was bitten when he was sixteen; accidentally bit Erica a month after he was bitten; dating Max
 - Erica Sinclair – 16; originally a Mundane, but was bitten by Lucas when she was 15
-

Seelies:

- Joyce Byers – physically 40
 - Jonathan Byers – physically 18; dating Nancy
 - Will Byers – 16; friends with Mike and Dustin
 - Robin Buckley – 17; dating Heather; a friend of Steve and Dustin's
-

Other Information:

- Modern day (2020; eight years after the events of *The Dark Artifices*).
- The characters are all aged up, so they're all physically at least sixteen.
- Centered around the Indianapolis Institute

5. Harry Potter/The Infernal Devices Crossover

Notes for the Chapter:

The title is pretty self explanatory. This does have a female Harry Potter, but Harry could remain male. Oh! There's time travel, but I suppose that isn't much of a surprise.

A slight divergence in the Battle of the Department of Mysteries puts Ron – not Neville – in the Time Chamber; he, female Harry, and Hermione, upon bumping into the Time Turners, wind up in London, in the year 1876, two years before Tessa Gray ends up in the London Institute.

Harry, Ron, and Hermione are startled to learn that not only are they over one hundred years in the past, but they are also in a world where the Ministry of Magic, Hogwarts, and the Wizarding World as a whole do not exist. Luckily, their magic has not abandoned them, and so they are – at the very least – able to *look* as though they belong in this strange new world.

But Harry, as always, is a trouble magnet, and when she runs into a group of Raveners, she, Ron, and Hermione find themselves cornered, with very few ideas on how to escape. Luckily, Jem Carstairs and Will Herondale arrive and take out the demons. Somehow, Hermione manages to convince the boys to take the three of them back to the Institute, where they meet Charlotte and Henry.

Later on, Harry, Hermione, and Ron meet Magnus, and the four of them become friendly (Hermione, Harry, and Ron are, in general, more open-minded about the Downworlders than the average Shadowhunters, due to their own experiences with magic, Werewolves, and the presumable tolerance of Vampires – given that, in book six, Slughorn invites a vampire to a slug club party). Magnus attempts to help them return to their own time (he and Henry figure out portals earlier than in canon), and they discover that, when the Time Turners were destroyed, so was their world.

The destruction of the Time Turners equaled the destruction of the

timeline, and it can be assumed that some of the time sand was collected at different points in time, so the timeline scattered, and when it attempted to reform around the people within the Time Chamber (Harry, Ron, and Hermione), it rewrote the timeline, but it got some things wrong. The end result was the dissolution of the Wizarding World, and the formation of the Shadow World, which originated at roughly the same time (in this).

Hermione, Ron, and Harry, knowing that their world is destroyed, resolve to remain at the London Institute and help fight off the demons who attack. They maintain and form friendships with various Downworlders, ignore Jessamine's passive-aggressive taunts, and, in 1878, when Tessa finally arrives, they help out with that whole situation.

Perhaps, keeping in mind that Shadowhunter Academy was open during these years, the trio end up going there, training, and becoming Shadowhunters themselves. Perhaps they remain in that awkward stage between un-Runed Shadowhunter and Warlock, similar to Tessa, except for the fact that they have neither angel nor demon blood. Or maybe they have one of the two, or both, and that is just another thing that changed when the timeline did.

Notes for the Chapter:

When I was originally planning this, I was thinking of it having a Harry/Will endgame, but I'm not sure how/if that would work out.

6. Percy Jackson Universe/Irish Mythology

Summary for the Chapter:

The Heroes of Olympus, the Kane Chronicles, and Magnus Chase are all smashed together in a world where Irish gods are also real.

Notes for the Chapter:

This ignores the Trials of Apollo series (because I never finished it, please don't hate me), which is why certain characters are present when they probably shouldn't be. It picks up pretty soon after Blood of Olympus, and assumes that the Kanes and Magnus have gotten all their world-saving stuff out of the way. As you will see, I never got around to writing the actual Irish mythology (or is it Celtic? I'm not really sure) part of this, but I did start it.

Also, I'm - obviously - not a huge part of the Percy Jackson fandom, for reasons unknown, but I know that there are some people out there who don't like Piper, for whatever reason, and I thought I'd just give you all a heads-up that she decided she was gonna narrate this thing for me.

Additionally, there's a prophecy. Sorry if that's super cliché, or whatever. And regarding the prophecy, Tuatha Dé is apparently pronounced "Too-ah day" or something along those lines. But definitely don't quote me on that because sometimes I don't trust my own research.

“Beware the Warrior Queen who rises up

For it is she who grants the Fomorians luck

Should Balrog’s eye rest on the goddess of war

It will be more than her three heads the Tuatha Dé fight for
But they cannot face the end alone
For there are words which are carved in destiny's stone:
The beloved sons of brothers three
Must keep summer's blade company,
And the human hosts of death and day
Will bring their Kanes with them to slay
And know this: all roads lead to Rome,
But it is the children of Éire who may lose their home."

"Why do life changing events always seem to start at the campfire?" Percy wondered aloud, staring up at Annabeth, who was frowning intently as she tried to parse the meaning of Rachel's latest prophecy.

"Campfires," Piper said, leaning forward a bit, "exude a sense of security. I'm not sure why, because anyone who's ever spent any time at all with Leo knows that fire is a dangerous, dangerous thing that bodes well for nobody."

Leo squawked indignantly. "What're you talking about? Fire is great!"

Piper raised her eyebrows at him. "You only say that because you're both fireproof and a pyromaniac. The rest of us are flammable. Hades, even *you're* flammable if you try hard enough."

Leo rolled his eyes. "I don't have to sit through this. You're not as subtle as you think you are. I'm going to go find Calypso. *She* actually appreciates me." Despite his words, though, Leo offered Piper a smile before wandering off.

"Any ideas?" Piper asked Annabeth, who shook her head in denial.

“Not really,” she sighed. “I mean, I know that Percy, Jason, and Nico are probably the ‘sons of the brothers three,’ and the Kanes are most likely Sadie and Carter, but other than that?” She shrugged and ran her fingers through Percy’s messy hair. “All I know is that Balrog, the Tuath Dé, and the Fomorians aren’t Greek or Roman. But I’m not really well versed on the other pantheons; the names don’t sound Egyptian or Norse, though I suppose we could ask, which means that we’re probably dealing with a whole new set of gods and monsters that we know nothing about.”

Piper frowned. “That’s promising,” she said sarcastically. “But I’m sure we’ll figure something out. Why don’t I ask Chiron, and you two can try and find out what Magnus and the Kanes know?”

“It’s as good a plan as any,” Annabeth agreed, dislodging her hands from Percy’s tangles and pushing at his shoulder. “C’mon Seaweed Brain. Get off me. We have things that need doing.”

Percy frowned unhappily and Piper stifled a smile. It was nice to see her friends together; it reminded her that even though Jason was over at Camp Jupiter helping with clean-up, everything was mostly back to normal. Gaia had caused a lot of problems in her attempt to give the Giants the earth, but demigods, as Annabeth had told her during the months they’d been searching for Percy, were extremely resilient. Maybe they weren’t immortal like the gods, but they knew how to bounce back and move forward with life.

“Hazard of the job,” Annabeth had told her months ago. “We lose friends, but we’ve just gotta keep on going; we have to push through. We’re demigods. We don’t get to mourn until all the hard work is done, and sometimes that’s tomorrow, and sometimes it’s never. Put a brave face on; grin and bear it; no victory without sacrifice. That all applies to us, even if we hate it.”

“You’ll take care of Magnus?” Percy asked, kissing Annabeth’s cheek as he sat up.

“Yup. And you can Iris message Carter or Sadie, see if they know anything about Balrog or the Fomorians, and especially find out if they know who the ‘hosts of death and day’ are; it sounds like they might be connected in some way.”

Percy smiled agreeably. "Will do, Wise Girl. See ya later." He gave Piper a ridiculous wave before walking off, his hands in his pockets.

"He's so *weird*," Piper snorted, and Annabeth nodded.

"He definitely is. But I love him anyway." With that, she wandered off to the Athena cabin, presumably to talk to her cousin.

Piper sighed and looked at the dwindling remains of the campfire. It was barely putting off heat anymore, but the reddish glow was soothing, and there was no one else lurking in the darkness. "What is it about campfires?" she whispered, reiterating Percy's earlier question.

She remembered the first time she'd attended a campfire at Camp Half-Blood: there'd been a prophecy then, too, though it was nowhere near as complex as this one; she'd fought to take part of that quest, and maybe that had sealed her fate; one thing had led to another: Aphrodite had claimed her, and she'd beaten out Drew's Charmspeak with her own. She wondered what would have happened if she'd let it go, if she'd stepped back and let Drew take the position at Jason and Leo's sides. Her dad would've died, she knew that much for sure. But if she'd stayed behind, would Drew have taken her place as one of the Seven? Would it have been Drew on the *Argo II*?

Piper sighed. History always repeated itself, she supposed: the Olympians fought the Titans, and the Giants, and they passed a legacy of death and war down to their children. History was repeating itself again, tonight. A roaring fire surrounded by demigods who'd gone into battle and won, a girl with red hair collapsing, a prophecy.

They were stuck in a loop. They were like Sisyphus, always rolling their burden to the top of the hill, hoping for a better future, and always ending up at the bottom again. It was the curse of being the children of literal gods, she guessed: they were set up to repeat the same mistakes, to fight the same battles, to win the same wars.

She wondered if this would be the last time; third time's the charm, and all that. Somehow, though, she didn't think so. If you were immortal, you had to watch the world go round and round in never-

ending circles; if you were the children of immortals, you had to help the world go round and round, round and round, round and round, like a terrifying, sinister merry-go-round. If you were pushed and spun hard enough and fast enough, maybe you'd go flying off; otherwise, you'd end up in about the same place you started.

It was a morbid thought, and Piper sighed again, stood, and made her way toward the Big House. Hopefully Chiron would still be awake to offer some insights into the prophecy.

The new Great Prophecy, she thought derisively. *Hopefully this one isn't foretelling the end of the world.*

But she knew, deep in her bones, where her blood was born, that they wouldn't be so lucky.

"It's about Rachel's prophecy," Piper said as soon as Chiron opened the door, his eyebrows raised in curiosity. He backed up, his hooves clattering against the floor of the Big House as he did so, and Piper slipped in, closing the door behind her.

Chiron led her over to a coffee table; she sat in a chair, waiting patiently for him to fold his hindquarters into his wheelchair. Once he was settled, he folded his hands in his fake lap and waited for her to continue.

"Annabeth thinks that the sons of the three brothers is referring to Jason, Percy, and Nico." She paused, waiting for his nod. "She also thinks that the Kanes are Sadie and Carter – the magicians. But she's not sure about the rest of it. I think the line about Rome is talking about New Rome, especially because that's where Jason and Nico are right now, but the Fomorians? Balrog? The Tuatha Dé? Even Annabeth said she didn't know what those were referring to."

Chiron sighed. "I must admit that I am not overly familiar with the mythologies of civilizations other than Greece and Rome. What I know about these particular names amounts to this: the Tuatha Dé Danann were the gods of the Irish pantheon, and the Fomorians were their sometimes-enemies. So, knowing that," he paused and wheeled himself over to his overflowing bookshelves; after a few moments, he

slipped out a slender book, which he brought over to Piper.

“Knowing that?” Piper prompted, looking down at the lettering that curved across the front cover. It read: *Myths and Legends of the Celtic Race*.

“Knowing that, it’s not a stretch to assume that Balrog may be one of the Fomorians. But, as I said, I’m not well-versed in Irish mythology. It seems that, following the introduction of Christianity by the Romans, the Irish left a great deal of their former religion unwritten. I can infer, though, that, like the Greeks and Romans and Norse, and unlike the Egyptians, the Irish gods had demigod children: Cúchulainn is said to be the son of Lugh, and so I am sure that, even now, there are children of Irish gods wandering the earth. And whatever vestiges of that religion still remain are likely to be centered in Ireland, which is,” he added, giving Piper a knowing look, “the English name for Éire.”

Piper sat back in her seat, suddenly exhausted. “So, we have to figure out who the hosts are, what summer’s blade is, convince all of the above *and* the Kane siblings to accompany us to New Rome, where everyone else is, and then head to Ireland, find the demigods we’re supposed to be helping, and help them and the gods we know nothing about fight an enemy we know even less about?”

Chiron smiled tiredly. “There’s a reason you are not supposed to try interpreting prophecies. The Fates prefer that their heroes don’t recognize how little they truly know about the quests they go on.”

Piper snorted. “Just because the Fates are bored old hags with nothing better to do than tangle people’s strings up before cutting them...” She trailed off and sighed, shaking her head. “I get it, okay? The world is in danger, again. But why is it always us saving it?”

“Would you rather someone else take up the mantle?” Chiron frowned.

“No,” she relented. “I’d rather there be no mantle to take up. It’s just... why can’t there be a little peace, you know? Even monsters have to rest *sometime*, so why us? Why now?”

“This is a new age,” Chiron said wisely. “And it boasts new heroes, who are the strongest that have been seen since Heracles and Perseus first walked the earth. Be glad that they are attacking now, when we have the power to defend against them, and not decades in the past, or centuries in the future, when we do not.”

“Be glad there’s a world to fight for, and people with the ability to fight for it,” she summarized, nodding, and stood.

“Precisely,” Chiron’s voice said as she opened the Big House’s door and stepped out into the night.

The path from the Big House to the Aphrodite cabin was narrow and winding; it intersected with paths leading to the dining pavilion, the training grounds, the infirmary, and the other cabins, and it branched off in several directions, which led to the beach, the strawberry fields, the woods where the entrance to the Labyrinth used to be, and Half-Blood Hill. Some nights, instead of staying in the cabin after lights-out, Piper would walk up the hill and sit beneath Thalia’s pine tree.

Peleus never tried talking to her when it was night, and so Piper was always able to sit in peace, staring out into the shadows that blanketed Camp Half-Blood, or up at the stars that glittered in the sky. She laughed quietly to herself, sometimes, remembering the monsters she and the others had met. On the nights she was feeling particularly vengeful, she would mock Orion and Hercules’ constellations – a great hunter and the strongest demigod, bested by mere mortals.

Some nights, though, she looked up, and she wondered if Ouranos was the root of all the problems. In a roofless world, maybe there would be no gods or titans or giants. In a universe with a lonely earth, would Gaia have wanted revenge?

Inevitably, though, Piper would always remember that no Ouranos meant no titans, no titans meant no gods, and, even more than that, no titans meant no humans.

Chiron had urged her to be glad that there was a world to fight for, and had said, in a round-about way, that she should be glad she

could fight for it. And she was glad, for a little while. Gaia was asleep once again, and they'd been able to rebuild.

It had been nice, relaxing in the aftermath of victory. But Rachel's prophecy meant the wheel had started turning again, and Piper couldn't help feeling just a little bitter that it was other people's gods who were dragging them all back into this mess again.

"You seem unhappy," Annabeth's voice said, piercing through the veil of darkness.

Piper glanced down at the book Chiron had given her. She couldn't see it at the moment, but just feeling it in her hand was a reminder of everything they didn't know. Her shoulders hunched. "The Tuatha Dé are Irish gods, and the Fomorians are their enemies."

"Did Chiron know anything else?"

"Not much," Piper replied reluctantly. "Whatever's happening will happen in Ireland, he thinks, but he said he doesn't know much about this particular pantheon. He gave me a book about them, though." She held it out in the direction Annabeth's voice had come from, and it was removed from her grasp.

"I'll take a look at it," Annabeth murmured. "In other news, summer's blade is actually the Sword of Summer, which hangs around my cousin, so I guess he'll be accompanying us on this little quest."

Piper hummed. "Did Percy figure anything out?"

"Not sure. He's still talking with Carter and Sadie, so I thought I'd come find you."

Piper leaned against the rough trunk of the pine tree. "Sorry I couldn't find out more."

"You did your best," Annabeth told her firmly. "I'll admit that it's not ideal, but we'll learn more about the Irish gods and monsters. It'll be fine. Remember, we've done more with less. All things considered, this prophecy's pretty informative. Everything's gonna be fine, Piper. We'll figure it out."

Maybe it was Annabeth's tone, or the fact that she was more experienced than Piper, especially when it came to dealing with deities that weren't Greek or Roman, but Piper found herself almost believing her.

"Carter and Sadie told me that they knew who the prophecy was talking about on their end, and they've agreed to meet us here tomorrow morning," Percy said, sipping cautiously at his blueberry smoothie. Piper could see the water droplets starting to form on the sides of his glass beneath the hot sun.

"Great," Annabeth said distractedly, flipping to the next page of *Myths and Legends of the Celtic Race*; she was already nearly half-way through, and she'd had it for less than twelve hours.

Piper frowned. "You slept last night, right?"

"Yeah," Annabeth shrugged, and continued, still looking at the book, "I figure we can Iris message Jason to let him know what's happening after breakfast. He'll tell Nico, Hazel, and Frank, so that they can meet us here in a day or two. If we're going to Ireland, we'll probably want to fly out from the city, so we don't have to drive down to Boston."

"Flying," Percy said, his voice thick with disgust. "Can't we take a boat?"

"What about Festus?" Piper suggested. "He'd get us there faster, and to be quite frank, being stuck in a tin can with Jason, Leo, and at least five people that most of us don't know doesn't sound very pleasant."

"Is Festus big enough?" Percy wondered.

"It's not about size," Leo interrupts, plopping down in the seat across from Piper, Calypso beside him. "It's about capability. Festus can do whatever we need him to do."

"Including carrying at least twelve people, possibly more, to Ireland?" Annabeth sounded vaguely dubious, though her expression

was considering.

Leo nodded confidently. "Like I said, Festus can do whatever we need him to do. It'll take some careful arranging," he allowed, "but I'll figure it out. When will you need him by?"

"Day after tomorrow, probably," Piper answered. "The prophecy didn't really give a timeline, so we're trying to get everyone together as soon as possible."

"Cool. Awesome," Leo grumbled, shoveling the last of his food into his mouth. He swallowed, kissed Calypso on the cheek, and wandered off towards the forge. "Come find me in two days!" he called over his shoulder. "I'll have everything ready by then."

After Leo's abrupt departure, Percy and Annabeth went off to gather supplies, leaving Piper and Calypso to sit in silence. It was Calypso who asked for more details about the quest, and Piper was happy to oblige. At some point, Calypso wandered off, claiming that she was going to try to find more information about the Fomorians and the Tuatha Dé; she, like Annabeth and Piper, was uncomfortable going into a situation involving a pantheon they knew nothing about.

While she was gone, Piper Iris messaged Jason to tell him about the prophecy. She was surprised to see Nico beside him; if nothing else, Nico's presence meant that the information was relayed quickly, and both he and Jason agreed to ask Frank and Hazel if they'd be coming along.

When their conversation finally ended, Piper went to the forges to make sure that Leo was eating. Calypso was there, poring through a pile of books that Piper assumed were relevant to their quest, while Leo worked.

The rest of the day was spent making preparations. Before dinner, Jason had informed Piper that he and Nico would be back at camp within a day or two, but that Frank and Hazel wouldn't be accompanying them, given their positions as Praetors at Camp Jupiter. Piper found herself disappointed by this: both Hazel and Frank had incredible talents, and she wasn't certain if the others would be able to fill them.

The Kanes and their friends showed up the next morning, followed closely by Annabeth's cousin – Piper had no trouble seeing the resemblance there – and his friends. There were only seven of them, all told, and introductions were made fairly quickly: Carter and Sadie Kane, Zia Rashid, and Walt Stone; Magnus Chase, Alex Fierro, and Sam al-Abbas. It was, Piper thought, quite an eclectic group of demigods and magicians, and while it seemed as though no one could control the Mist like Hazel, Alex's presence meant that they at least hadn't lost Frank's ability to shape-shift, even if they'd lost Frank himself.

Leo and Calypso had emerged from the forges, looking satisfied, by the time Jason and Nico arrived. Nico, who was even less fond of flying than Percy, offered to Shadow Travel the lot of them to their destination, but Will – who had invited himself along, citing their need for a healer – shot down his suggestion with great prejudice. He had argued that they would likely need Nico's talents at a later point in time, and that it was unwise to use so much power so early in the quest.

Nico had acquiesced, however unhappily, and they had all piled onto Festus' back by the time the rest of the campers had finished lunch. Piper was reminded of her first quest, with Jason and Leo and Festus; it was strange to be on Festus' back again, and this time with so many people who were friends with each other. It was nice, going on a quest with people she'd already formed real friendships with, and with even more people who would probably, in the future, be great friends.

And so, with a flurry of Festus' glittering gold wings, the air funneled wildly around them, and they were off.

Irish Mythology Information (courtesy of Wikipedia):

Tuatha Dé Danann (too-ah day dahnin)/**Aos Sí** (ees shee) – the race of Celtic gods (Irish origins)

- The Dagda/Sucellus – father figure, king, druid; fertility, agriculture, manliness, strength, magic, Druidry, wisdom; life and death, weather and crops, time and the seasons; has a

magic staff that kills with one end and brings life with the other, a cauldron that never empties, and a magic harp that can control emotions and change the seasons; husband of the Morrígan, lover of Boann; had two pigs – one always grew and the other always roasted; had ever-laden fruit trees; son of Elatha; large bearded man wearing a cloak and hood; seems to be the god of magic

- Ogma – the Dagda's brother; invented Ogham alphabet; associated with poetry and speech; may have boosted moral before war with his speeches
- The Morrígan/Nemain/Macha/Babd – the Dagda's wife; goddess of war and fate; foretells doom, death, and victory in battle; often appears as a crow (Babd); washes the bloody clothes of those doomed to die; manifestation of the earth-and-sovereignty goddess; shape-shifting goddess
- Lugh – warrior, king, master craftsman, savior; associated with skill and mastery in many areas, including the arts, and is associated with oaths, truth, and the law; the grandson of Balor, who he kills in the Battle of Mag Tuired; foster father is Manannan; has an unstoppable fiery spear (which needs no wielding), a sling stone (whose chain is a rainbow/the milky way), a horse named Aenbharr (a gift from Manannan, which could travel over land and water), and a hound named Failinis; youthful warrior, young and beautiful; is given command over the Tuatha Dé, and ultimately leads them to victory against the Fomorians
- Brigid – daughter of the Dagda; wisdom, poetry, healing, blacksmithing, domesticated animals; sacred flames (Saint Brigid, but who cares) that always burn and are protected by a hedge (any who cross are cursed)
- Áine – summer, wealth, sovereignty; love and fertility; sometimes a red mare; Queen of the Fae/Seelie Court
- Grian – Áine's sister, associated with the winter sun; Queen of the Unseelie Court, possibly the mother or alternate form of

Queen Medb and Cailleach (Queen of Winter)

- Ériu – a patron goddess of Ireland, after which the country is named; sister to Banba and Fodla; married to Mac Gréine
- Étaín – sun goddess; associated with horses
- Airmed – the daughter of Dian Cecht; when Miach was killed, she cried over his grave, and all the healing herbs grew there; the only one who remembers all the healing properties of herbs because Dian Cecht scattered them; one of the enchanters whose spell allowed Tipra Sláine to resurrect the dead
- Banba – married to Mac Cuill; one of three patron goddesses of Ireland
- Fodla – married to Mac Cecht; sister to Banba and Ériu; one of three patron goddesses of Ireland; lives on Naini Mountain
- Mac Cuill – married to Banba; a High King of Ireland; took turns ruling with Mac Cecht and Mac Gréine, his brothers
- Mac Cecht – married to Fodla; a High King of Ireland; took turns ruling with his brothers
- Mac Gréine – married to Ériu; a High King of Ireland; took turns ruling with his brothers
- Epona – protector of horses and horse-adjacent animals; goddess of fertility; her and her horses were the leaders of the soul to the afterlife; patroness of the cavalry
- Ethliu – mother of Lugh; daughter of Balor; was prophesied to birth the child who would ultimately kill Balor; birthed triplets, two of whom were killed
- Nuada Airgetlám; has a silver arm as he lost his original hand in battle against the Fir Bolg (specifically Sreng); the Dagda's brother; Boann's husband; his sword was one of the four treasures; associated with hunting and fishing

- Boann – cow goddess whose milk formed the milky way; mother of Aengus, wife of Nuada, the Dagda's lover
- Goibniu – one of the Trí Dée Dána; smithing god (possibly silver, as he created Nuada's arm); associated with hospitality; the brother of Dian Cecht; made the weapons for the Tuatha Dé to fight the Fomorians
- Dian Cecht – god of healing; son of the Dagda; used the well of healing (Tipra Sláine); killed the child of the Dagda and the Morrigan, and found that there were three venomous snakes in its heart; he killed them so that they would not depopulate Ireland upon becoming full-grown, burned their bodies, and tossed the ashes into a river, which boiled up and became known as the Barrow River; one of the enchanters whose spell allowed Tipra Sláine to resurrect the dead
- Miach – Dian Cecht's son, turned Nuada's silver arm into flesh and blood over nine days and nights; was killed by his father; one of the enchanters whose spell allowed Tipra Sláine to resurrect the dead
- Manannan mac Lir – god of the sea; ruler of the Land of Promise/Tír Tairngire; uses the mist of invisibility (féth fíada) to hide his home and the homes of the others in the Otherworld; married to Fand; possesses a cloak of forgetfulness; could take the form of a hawk or swallow or the wind when visiting the land of the living; the silver apple branch which allows entry into the Otherworld resides in his abode; had the goblet of truth; gifted Fragarach (a sword which gave only fatal wounds) to Lugh; had a daughter named Niamh of the Golden Hair; Áine may have been his daughter as well
- Danu – mother goddess of the Tuatha Dé
- Aengus – youth, love, poetic inspiration, summer; son of the Dagda; blue eyes, blond hair; was conceived, gestated, and born in a single day because the Dagda made the sun stand still for nine months to hide Boann's (Aengus' mother) pregnancy;

marries Brigid, and they become king and queen of summer; owns a sword called Moralltach (the great fury) and a white horse that he rides from the Land of Promise in the spring

- Luchtaine – one of the Trí Dée Dána; carpenter/wright; made shields and javelin shafts for the Second Battle of Moytura
- Credne – one of the Trí Dée Dána; goldsmith; helped create weapons for the battle against the Fomorians

○ [Dwell in the **Otherworld/Sidhe/Tír na nÓg**, the passages to which are through Brú na Bóinne]

○ The Four Treasures:

- Dagda's Cauldron
- The Spear of Lugh
- Lia Fáil - the stone of destiny (mentioned in prophecy)
- Claíomh Solais

Milesians – humans who fought the Tuatha Dé

- Amergin – responsible for splitting of Ireland; sent the Tuatha to the Otherworld (underneath/underworld) and gifted the other half to the Milesians; split Ireland into north and south, which two of his brothers ruled, before one killed the other and united the halves

Fir Bolg – group of people in Ireland who were overthrown by the Tuatha Dé

- Sreng – cut off Nuada's hand in the First Battle of Magh Tuiredh; was considered noble by the Tuatha Dé and he and the remaining Fir Bolg were given one fifth of Ireland (Connacht)
- Tailtiu – wife of the last Fir Bolg High King of Ireland

Fomorians – the gods' enemies; giants and sea-raiders; hail from

beneath the earth and seas

- Balor – Lugh’s grandfather; had only one eye that caused destruction to whatever he looked at
 - Elatha – the father of Bres, the Dagda, and his brothers; apparently very attractive for a Fomorian
 - Bres – half Fomorian; ruled Ireland for seven years, while Nuada was considered unfit to be king due to his “imperfection.” Was eventually ousted as king, and went to Elatha and Balor, who helped him war against the Tuatha Dé, though they ultimately lost; supposedly very beautiful
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Other Information (some that I made up):

The children of the Tuatha Dé are known as demigods, and the place they attend in order to train translates to “Cúchulainn’s Kin/Children,” – Gaol Cúchulainn or Clann Cúchulainn. The Otherworld is beneath the grounds, which are near Brú na Bóinne.

Cúchulainn – demigod son of Lugh; married to Emer; has an affair with Fand; is the first ever demigod (regardless of whether this is true or not); is basically the Chiron for Irish demigods

Murias, Falias, Gorias, Finias – the four cities from which the Tuatha Dé originated; each had its own wise man: Senias, Morias, Urias, and Arias, respectively. These four cities have evolved and are now part of the Otherworld/Tír na nÓg/Sidhe. They are known as the Four Corners of the Otherworld/Tír na nÓg/Sidhe, and border the other regions, which include the Seelie and Unseelie Courts (the Lands of Summer and Winter), the Land of Promise/Tír Tairngire, Naini Mountain, and, in the center of it all, Tipra Sláine.

The entrance to Tír na nÓg can only be found within Brú na Bóinne, which is shrouded by the Mist/Féith Fíada. Like the Labyrinth in the Percy Jackson universe, the portals to the Otherworld move around; they can only be entered if one has the golden apples from the silver branch, which was once hidden within the Land of Promise. However, the apple tree now guards the portals, and so wherever the

tree is is the place where humans may enter Sidhe.

Notes for the Chapter:

So I was going to have two Irish demigods OCs. They were going to be fraternal twins named Soairse and Tiernan Baldwin, but I suppose you could do anything, really.

Queen Medb is the warrior queen in the prophecy, and was (I think) an enemy of Cúchulainn. She seems like she was pretty badass.

Additionally, I didn't include Hazel and Frank in this, but it's not set in stone. I just figured someone needed to stay behind and help Camp Jupiter and the Fifth Cohort, and they weren't directly mentioned in the prophecy (though neither were many of the people going on this quest).

Here are some links with info about the Tuatha Dé, if anyone is interested:

<https://mythicalireland.com/myths-and-legends/the-dagda-and-cosmology-in-the-early-stories-of-brug-na-boinne/>

<https://en.wikipedia.org/wiki/Medb>

<https://mythopedia.com/celtic-mythology/gods/cuchulainn/>

<https://www.realmofhistory.com/2018/07/02/ancient-celtic-gods-goddesses-facts/>

<https://www.connollycove.com/tuatha-de-danann/>

<https://en.wikipedia.org/wiki/Fomorian>

<https://en.wikipedia.org/wiki/Balor>

https://en.wikipedia.org/wiki/Tuatha_Dé_Danann

And if you're interested in a more in-depth (presumably, I didn't read much of it) overview of Irish mythology, you can check out this link, which, incidentally, is the online version of the book Chiron gives Piper: <http://www.gutenberg.org/files/34081/34081-pdf.pdf>

7. Shadowhunters/Mortal Instruments AU

Notes for the Chapter:

This is just a prompt idea I had, but it does have some minor spoilers for earlier parts of Shadowhunters and The Mortal Instruments series (nothing in season three and nothing after book three, I don't think), if you care about that sort of thing

“Where thou diest I will die, and there will I be buried...”

What if this part of the parabatai oath was literal? What if, when one person was dying, their parabatai was transported (through Angelic power, of course) to their side to help them (or die trying)?

What would have happened if, in book three (or whichever episode Raziël is summoned in - I'm not picky about the book versus show 'verse), when Valentine stabs Jace, Alec was teleported to his side? How would that have changed things? Maybe it doesn't change anything about the events following directly after that (ie: Clary still re-writes the circle; Valentine dies; Raziël grants Clary's wish), but Alec is in the know. Maybe both Jace and Alec die (if so, does Clary ask Raziël for both of them back? Does she only ask for Jace? Does it occur to her to ask for both of them, or does she ask for something else?). Again, I'm not picky about what, exactly, happens. It doesn't even have to happen at this particular point in time - it could be in book one, when Alec has been poisoned (though Jace is already there, so there wouldn't be much point), or in a pre-canon AU, or a post-canon AU, or even just a complete AU; I'm just curious to see where this could go.

If someone was interested in filling this, I'd also be interested in seeing any of the following:

- Clary and Izzy as parabatai
- Clary and Alec friendship (if Alec ends up surviving)

- Jace and Alec being even closer than before (preferably platonic, because I love Malec, but if you think Jalec or whatever the ship name for Jace x Alec x Magnus is, that's fine, too), if they both survive, because I love fics where Jace and Alec are actually really close and have a good, supportive, loving relationship
- Maybe some Alec & Lydia friendship? I feel like there's a lot of potential there that the show ignored.
- Clary, Jace, or Alec experiencing survivor's guilt if Jace and/or Alec die (again, it could be either or both) *and* remain dead
- Appearances from Simon, Raphael, Catarina, Madzie, Meliorn, Luke, Maia, and (if you can swing it, or if you've decided to do some sort of AU) Ragnor
- (If Alec and Jace both die and are resurrected) Someone associated with capital D Death being angry that they've lost not one but two souls because of Raziel's meddling - maybe this could somehow tie into Downworlder and Shadowhunter politics?